THE MAGAZINE WITH THE BEST GAMES, COMICS AND CRAFTS

COOL STICKERS!

Disney • PIXAR

THE WORLD OF Cars

NO. 06

HEY, YOU, BIG FELLA!

WOW!

RED

CARS MAGAZINE 06

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PLAYING WITH CARS

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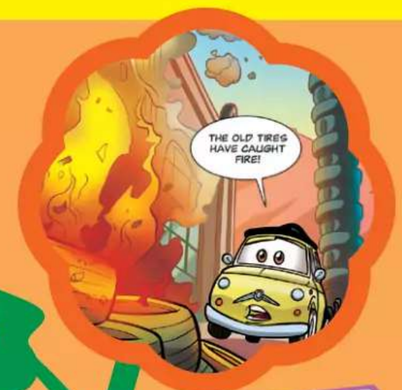
CONNECT WITH A LINE ALL THE PAGE NUMBERS FROM THE LOWER TO THE HIGHER



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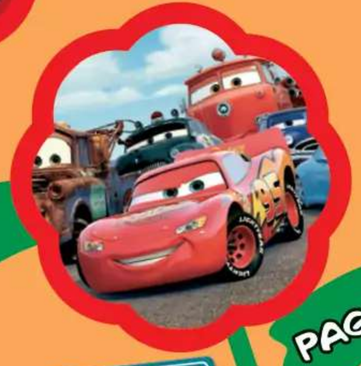

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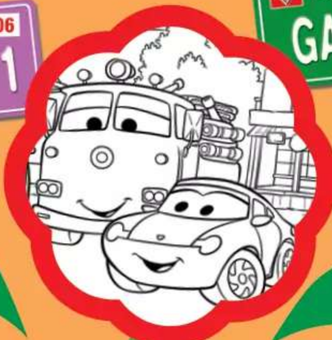

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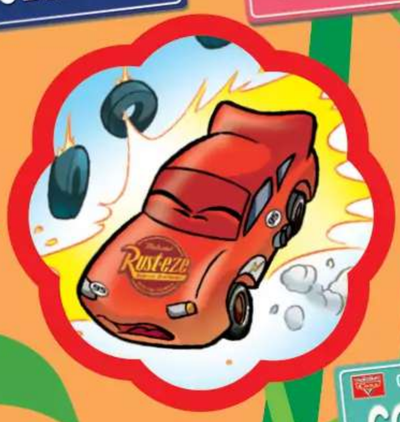

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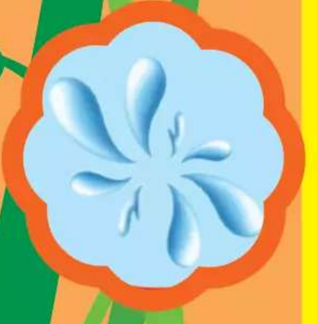

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AND THE FUN GOES ON WITH CARS CARDS!!!

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CARS MAGAZINE 06

HELLO!

GENEROUS RED

I MAY NOT BE A FIRE TRUCK OF MANY WORDS, BUT WHAT I DON'T SAY, I SHOW THROUGH MY ACTIONS AND MY CARE FOR MY BELOVED TOWN!

MY JOB

I'M A FIRETRUCK AND WHETHER IT'S PUTTING OUT A TIRE FIRE, OR CARING FOR THE BEAUTIFUL FLOWERS IN TOWN, I'M THERE TO SUPPORT AND PROTECT RADIATOR SPRINGS

MY BADGE

RADIATOR SPRINGS FIRE DEPARTMENT

FIRE DEPARTMENT

MY COLLEAGUES

A FIREFIGHTER COLLEAGUE!

A DRAWING OF ME

IN AN EARLY SKETCH I LOOKED LIKE THIS!

MY PASSION

I LOVE FLOWERS!

GAMES 1

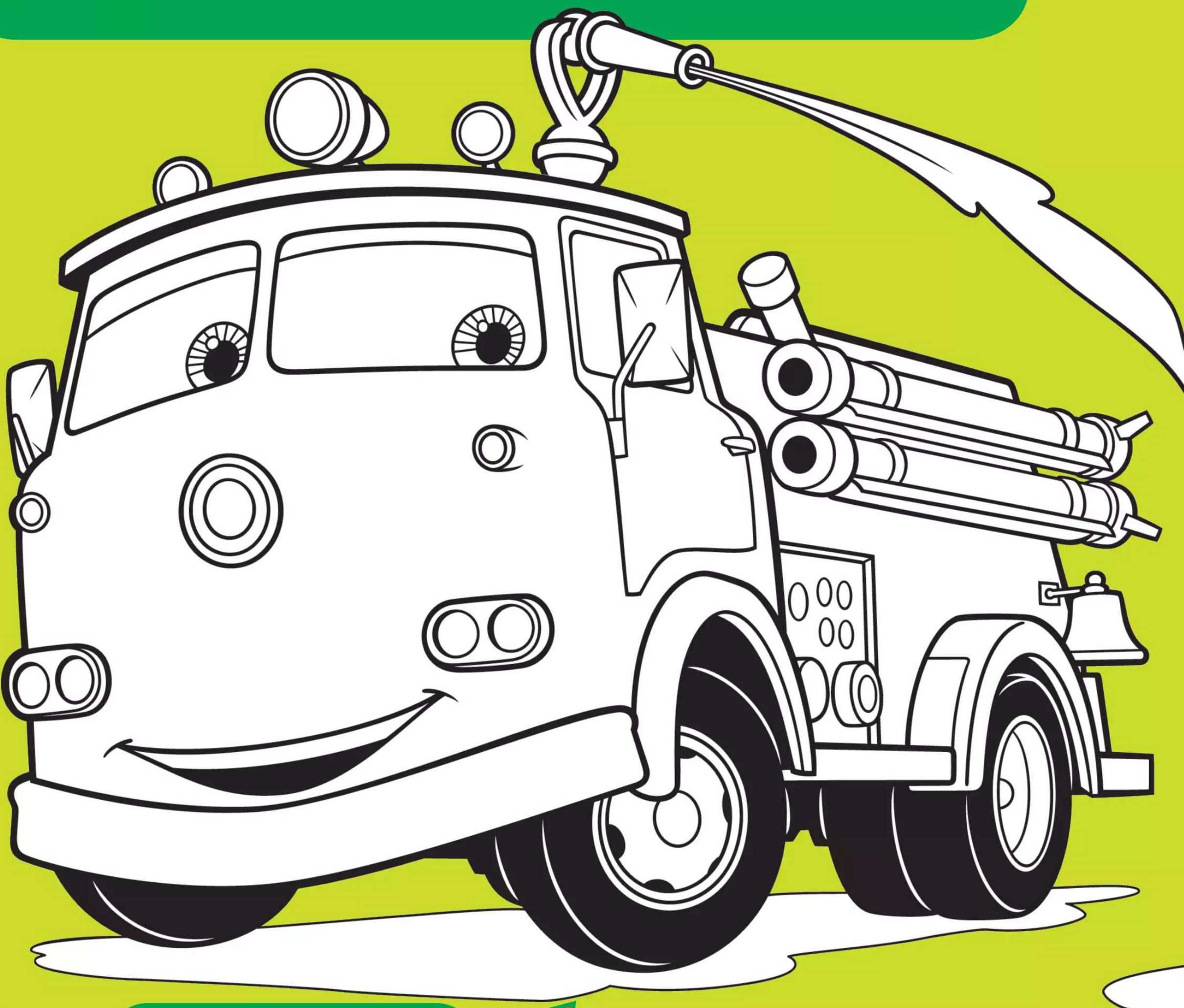
FLOWERS WATERING

WHAT HAPPENS IF RED WATERS THE FLOWERS TOO MUCH? PLAY THESE GAMES AND FIND IT OUT!

SOLUTIONS ON **PAGE 33**

GAME 1

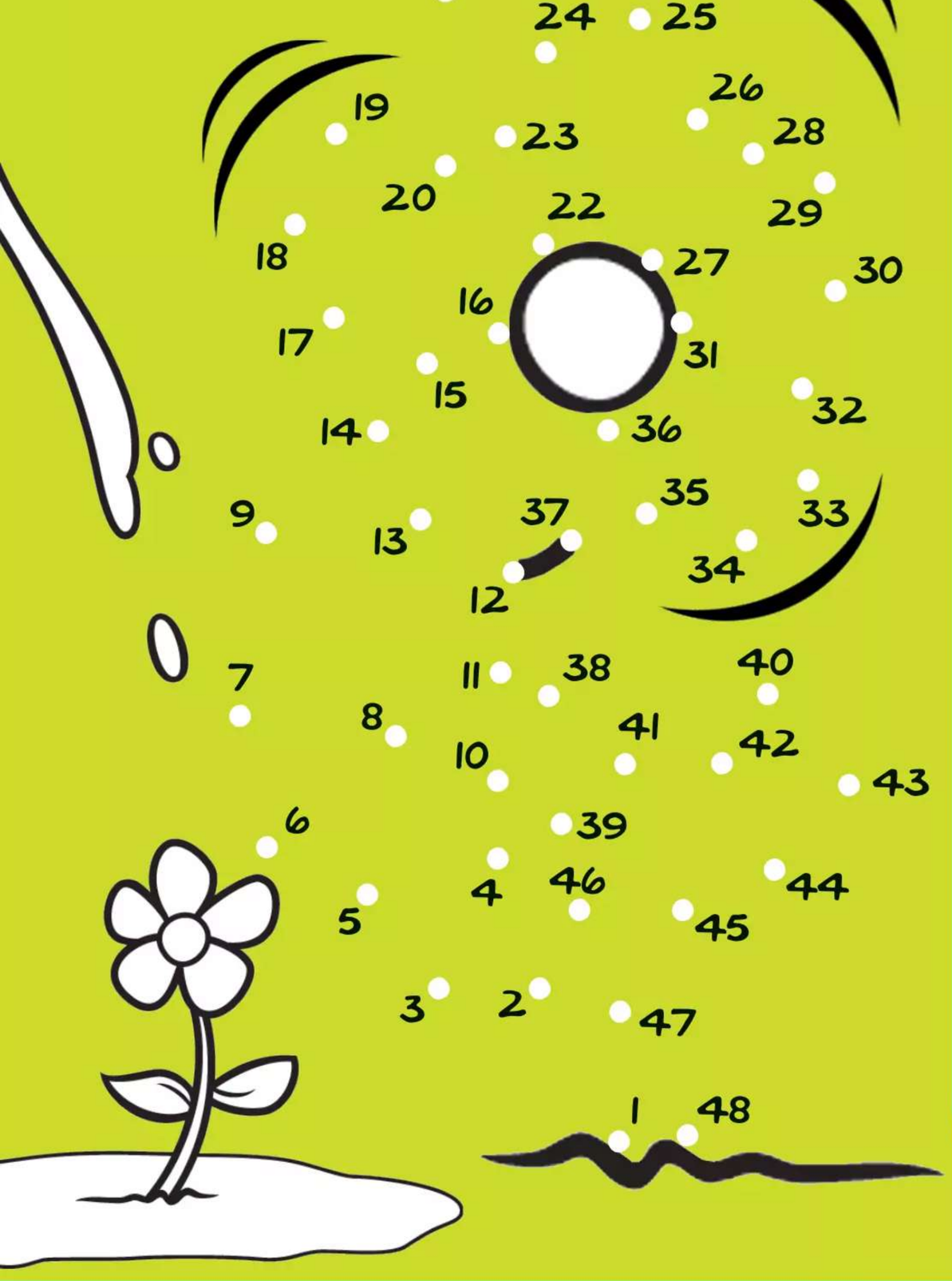
COMPLETE THE DRAWING BY CONNECTING THE DOTS FROM 1 TO 20, BUT WATCH OUT: YOU NEED TO LEAVE OUT FOUR OF THEM! TO KNOW EXACTLY WHICH ARE THE NUMBERS TO BE EXCLUDED, YOU NEED TO SOLVE GAME 2 FIRST! WHEN YOU ARE DONE, COLOR THE SCENE WITH SOME BRIGHT COLORS!



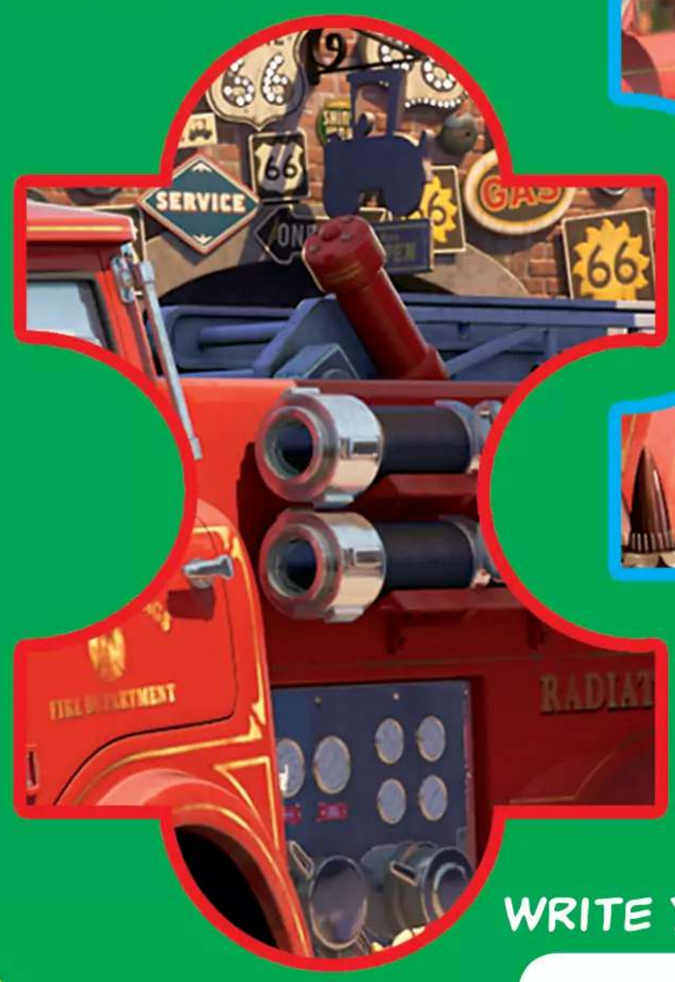
COLORING

GAME 2

CHOOSE AMONG THESE TWO - A AND B -
THE PIECE THAT COMPLETE THE PICTURE ABOVE.
IF YOU CHOOSE THE RIGHT PIECE YOU WILL
ALSO FIND OUT THE 4 NUMBERS
TO SOLVE GAME 1



A - 3,9,21,40



B - 1,7,18,30

WRITE YOUR SOLUTION HERE

FIREPROOF FLOWER PATCH

Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

THANKS, RED! YOU GOT HERE JUST IN TIME!

RADIATOR SPRINGS FIRE DEPARTMENT

RADIATOR SPRINGS SURE IS LUCKY TO HAVE A FIRE TRUCK AS ALERT AS YOU!

HOW COULD WE GET ALONG WITHOUT HIM?

CHILL, GIRLS! YOU'LL MAKE HIM BLUSH! HA! HA!

WE SHOULD DO SOMETHING TO SHOW RED OUR GRATITUDE!

HOW ABOUT GIVING HIM A MEDAL?

MODEST AS HE IS, IT MIGHT BE TOO EMBARRASSING FOR HIM!

Medicated Rust-eze Bumper Ointment

HMM... HIS EQUIPMENT IS GETTING A LITTLE OLD!

WHY DON'T WE GET HIM A NEW ONE?

EXCELLENT IDEA!

THE CITY'S TREASURY CAN FOOT THE BILL!

AND I KNOW THE SUPPLIERS OF EMERGENCY SERVICES FOR THE RACING CIRCUITS!

OUR PAL'S GOING TO GET ONLY THE BEST OF THE BEST!

AND SO...

I'VE NEVER SEEN HIM SO HAPPY!

BUT THE NEXT DAY...

HUH?

WHAT'S WRONG WITH RED? IS HIS NEW EQUIPMENT NOT WORKING?

OH, NO! IT WORKS FINE!

IT'S JUST THAT RED HAS A HARD TIME TELLING WHICH LEVER TURNS ON THE WATER...

... FROM THE ONE THAT SPRAYS EXTINGUISHING FOAM!

HA! HA!

THE END

GAMES 2

FRESHENING UP!

RADIATOR SPRINGS IS IN THE DESERT: IT CAN BE VERY HOT OUT THERE. SOMETIMES RED SPRINKLES HIS FRIENDS GIVING THEM RELIEF FROM THE HEAT!

SOLUTIONS ON **PAGE 33**

HOW TO PLAY

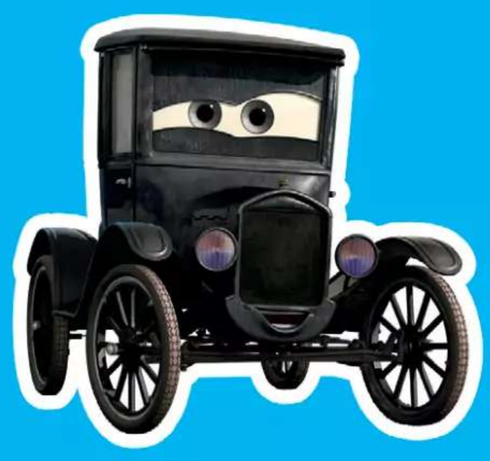
ON PAGE 32 IS THE SHAPE OF A SPLASH OF WATER. CUT IT OUT AND PLACE THE SMALL END OF IT ON THE "0" PRESSURE POINT.

THE GOAL OF THE GAME IS TO MAKE RED SPLASH **AS MANY FRIENDS AS POSSIBLE** WITHOUT WASTING WATER!

TO DO SO, YOU CAN USE **ONLY ONE** OUT OF THE FOUR DIFFERENT WATER PRESSURES, INDICATED BY THE BLUE SECTIONS ON THE RIGHT.

YOU CAN PIVOT THE SPLASH TO MAKE DIFFERENT COMBINATIONS. LOOK FOR THE SECTION (WATER PRESSURE) THAT ALLOWS YOU TO HIT THE MOST FRIENDS INSIDE THE SPLASH.

HOW MANY FRIENDS GET SPLASHED AND AT WHAT WATER PRESSURE?



NO WATER PRESSURE "0" POINT

WATER PRESSURE 100

DON'T WASTE WATER!

WATER PRESSURE 300

WATER PRESSURE 500

WATER PRESSURE 700

GAMES 3

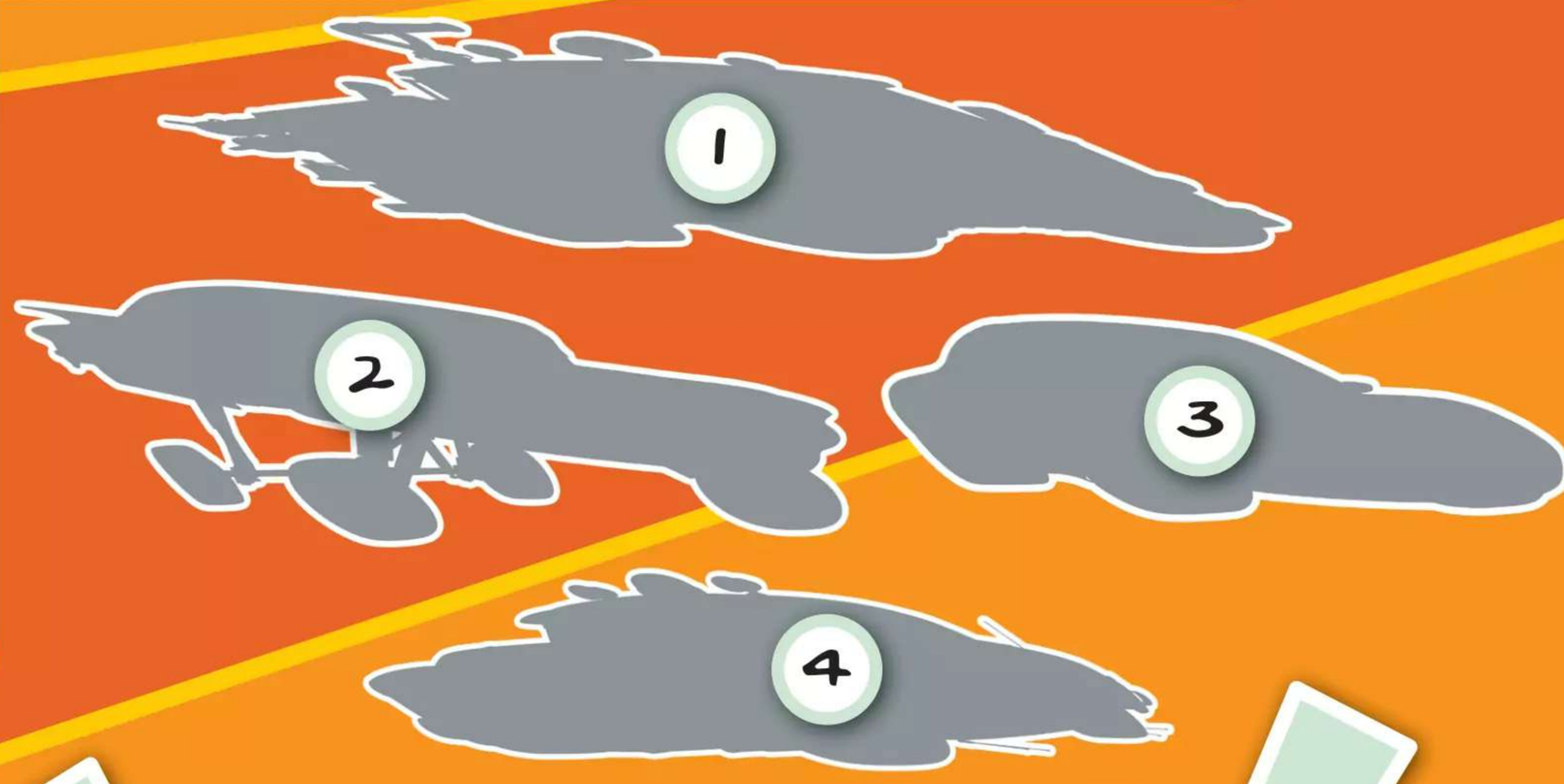
SHADOWS GAME

HOW WELL DO YOU KNOW THE FRIENDS FROM RADIATOR SPRINGS? TEST IT WITH THIS GAME! AT THE END OF THE DAY THE SUN IN THE DESERT DROPS VERY LONG SHADOWS AND SOMETIMES IT COULD BE DIFFICULT TO SAY WHO ARE THEIR OWNERS...

SOLUTION ON **PAGE 33**

MATCHING THE SHADOWS

IN THE PICTURE BELOW ARE ALL THE CITIZENS OF RADIATOR SPRINGS. LOOK AT THE SUNSET SHADOWS ABOVE AND GUESS WHOSE THEY ARE. WHEN YOU'RE SURE, WRITE THE NUMBERS IN THE CIRCLES NEAR THE CARS



FILLMORE ...

SARGE ...

... RED

RAMONE ...

FLO ...

MCQUEEN ...

5

6

7

8

9

10

11

12

13

MATER ...

DOC ...

SHERIFF ...

SALLY ...

LIZZIE ...

LUIGI ...

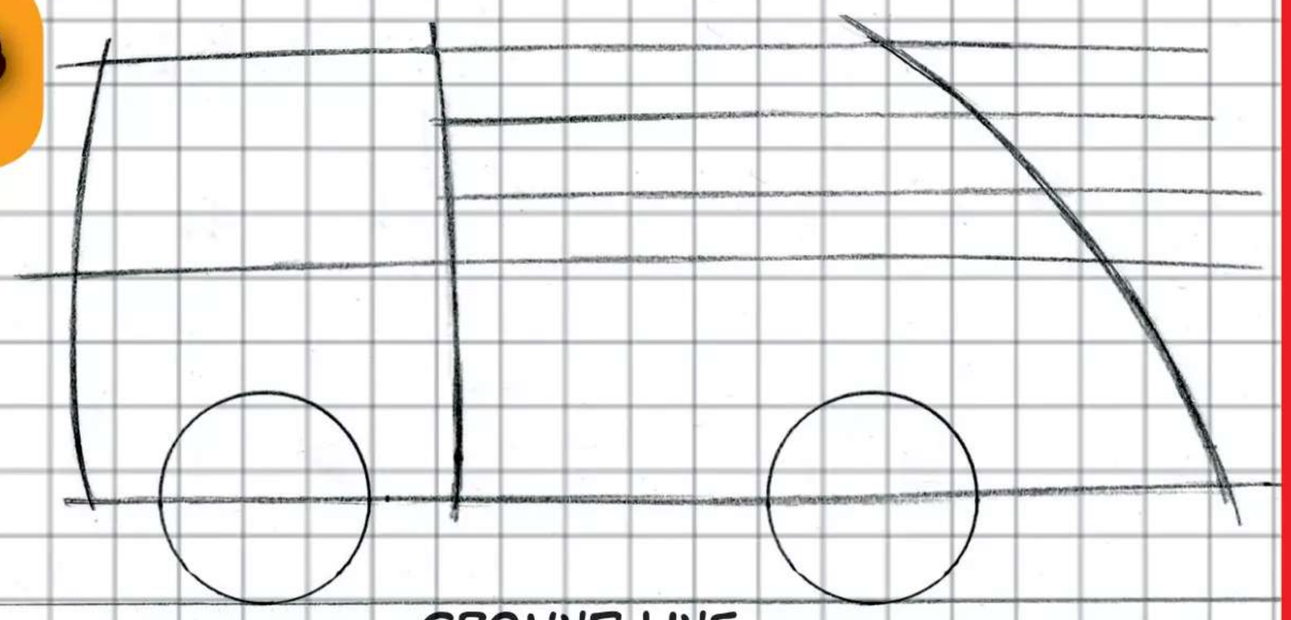
GUIDO ...

HOW TO DRAW RED

REPEAT THESE 4 STEPS AND LEARN TO DRAW RED, THE FIRETRUCK!

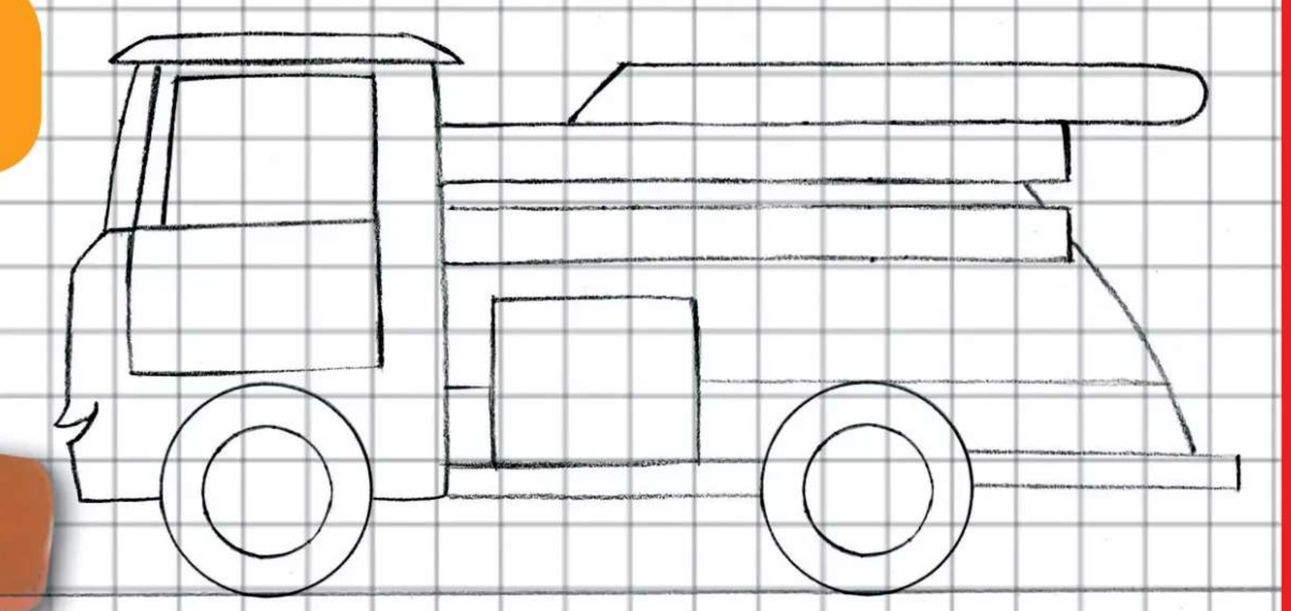
1ST DRAW THE GUIDE LINES

TIP: SET THE GROUND LINE TO START WELL YOUR DRAWING



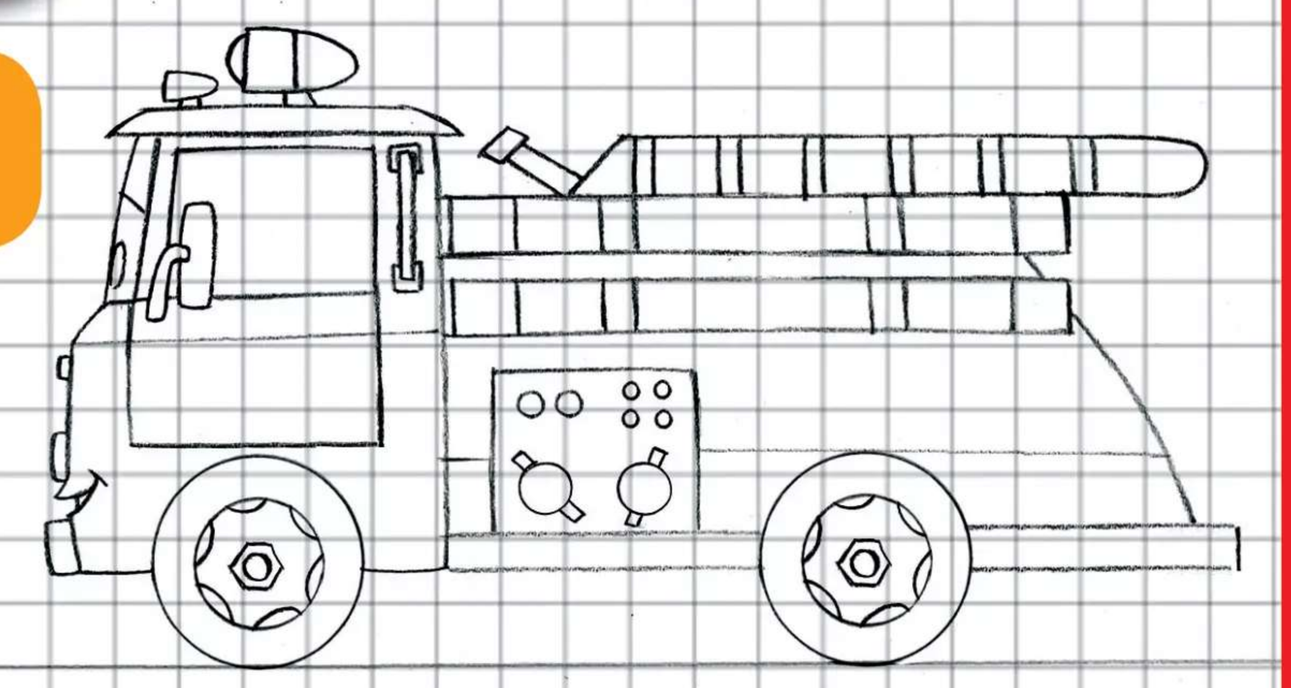
2ND DRAW THE OUTLINES

TIP: ERASE THE LINES THAT YOU DON'T NEED



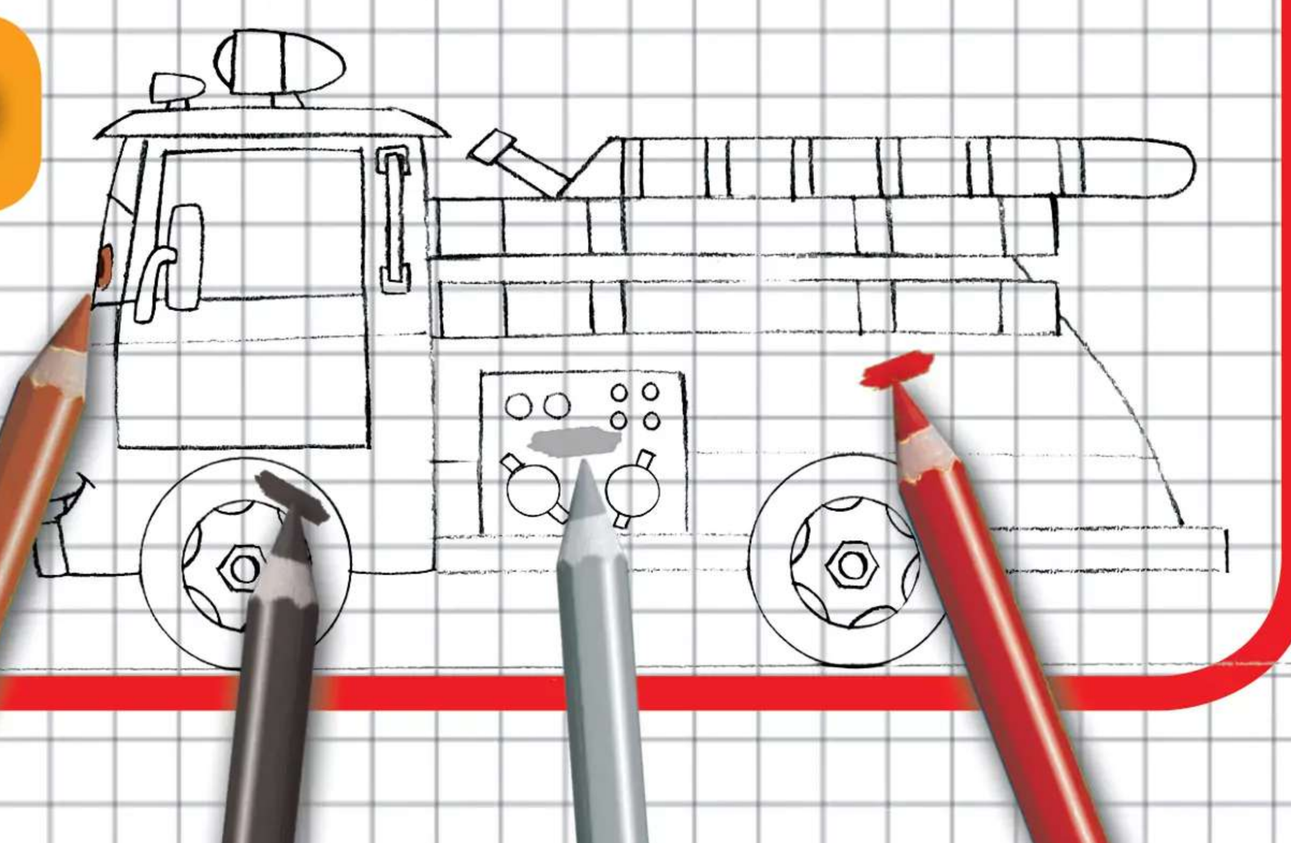
3RD ADD THE DETAILS

TRY: ADD AS MANY AS YOU CAN.
USE THIS ISSUE'S POSTER TO HELP YOU!



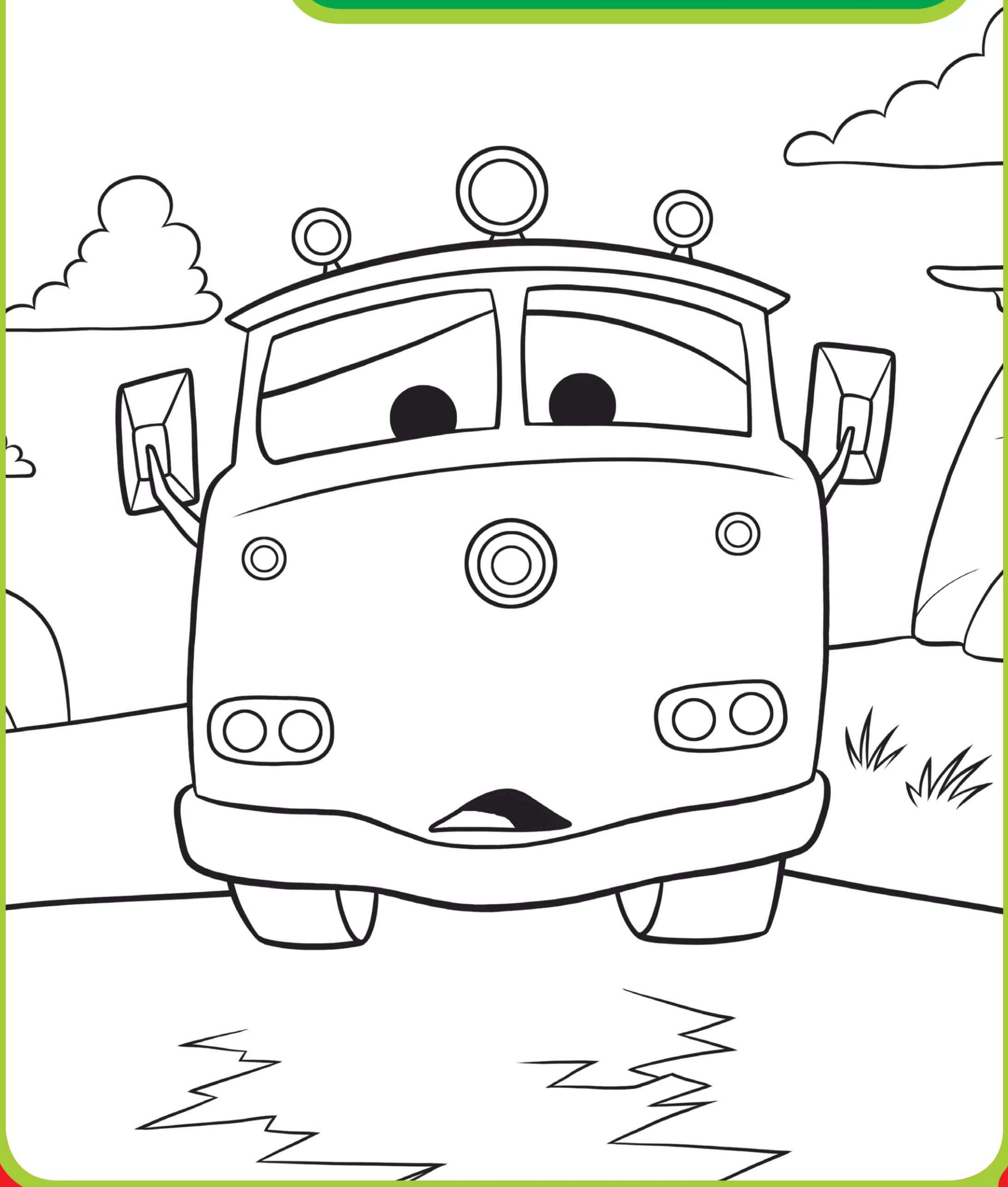
4TH COLOR YOUR DRAWING

YOU NEED BLACK, **RED**, **GREY**... AND **LIGHT BROWN** FOR THE EYES AND NOW... ...YOU'RE DONE!



SHY!

RED IS KIND OF SHY! REASSURE HIM COLORING THIS PAGE AS IT MUST BE!



CARS MAGAZINE 06

POSTER

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THE WORLD OF Cars

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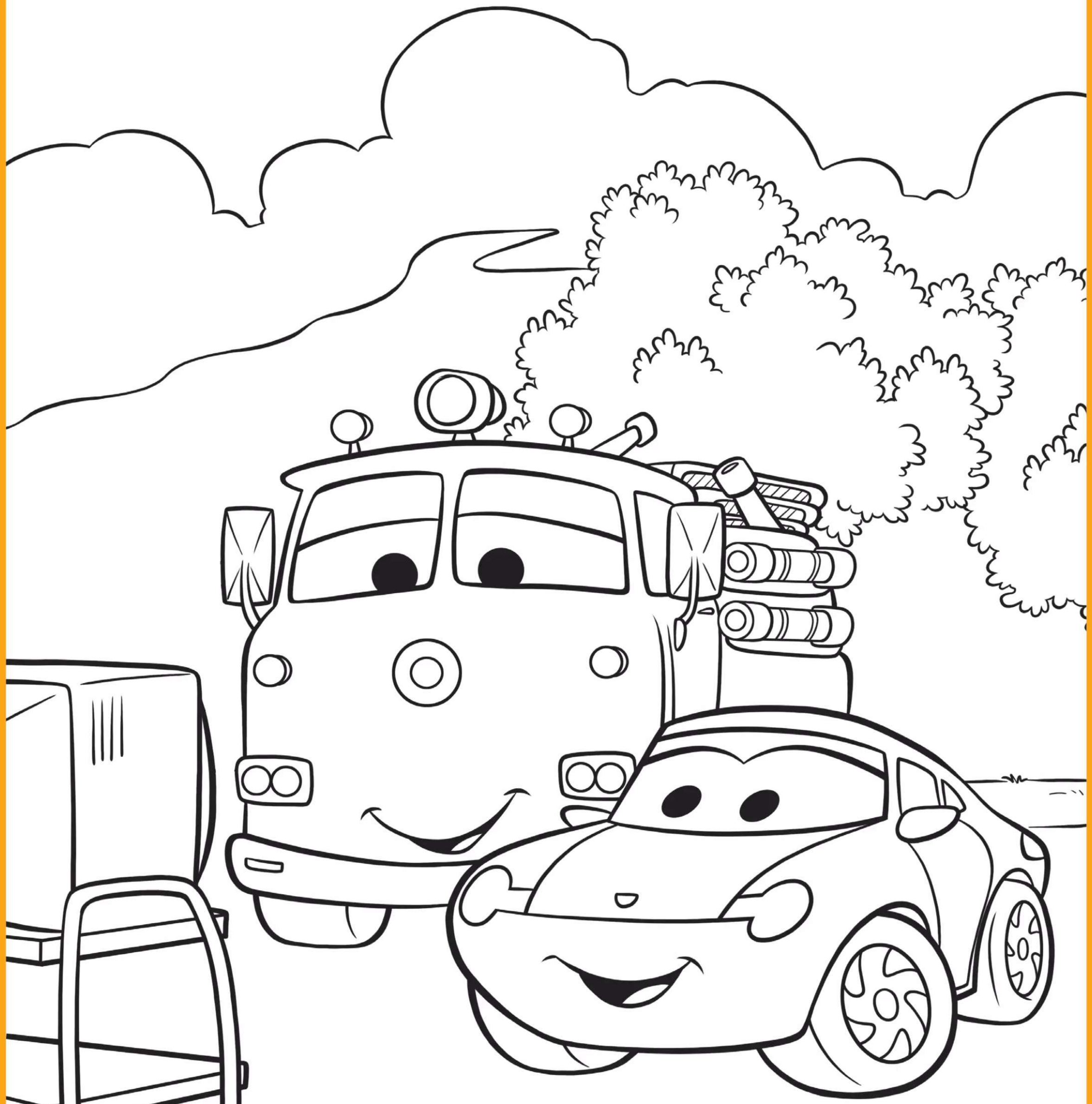
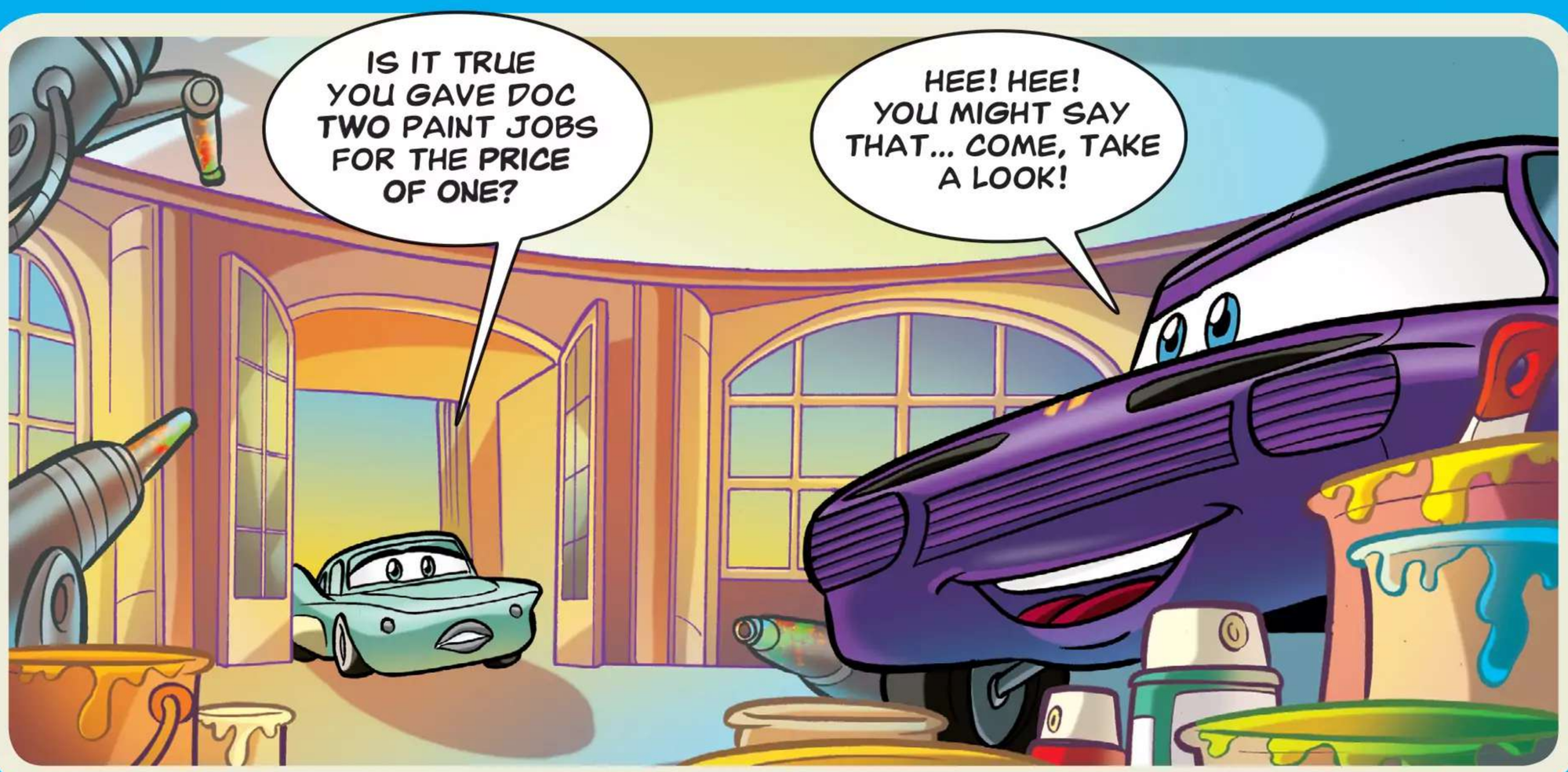
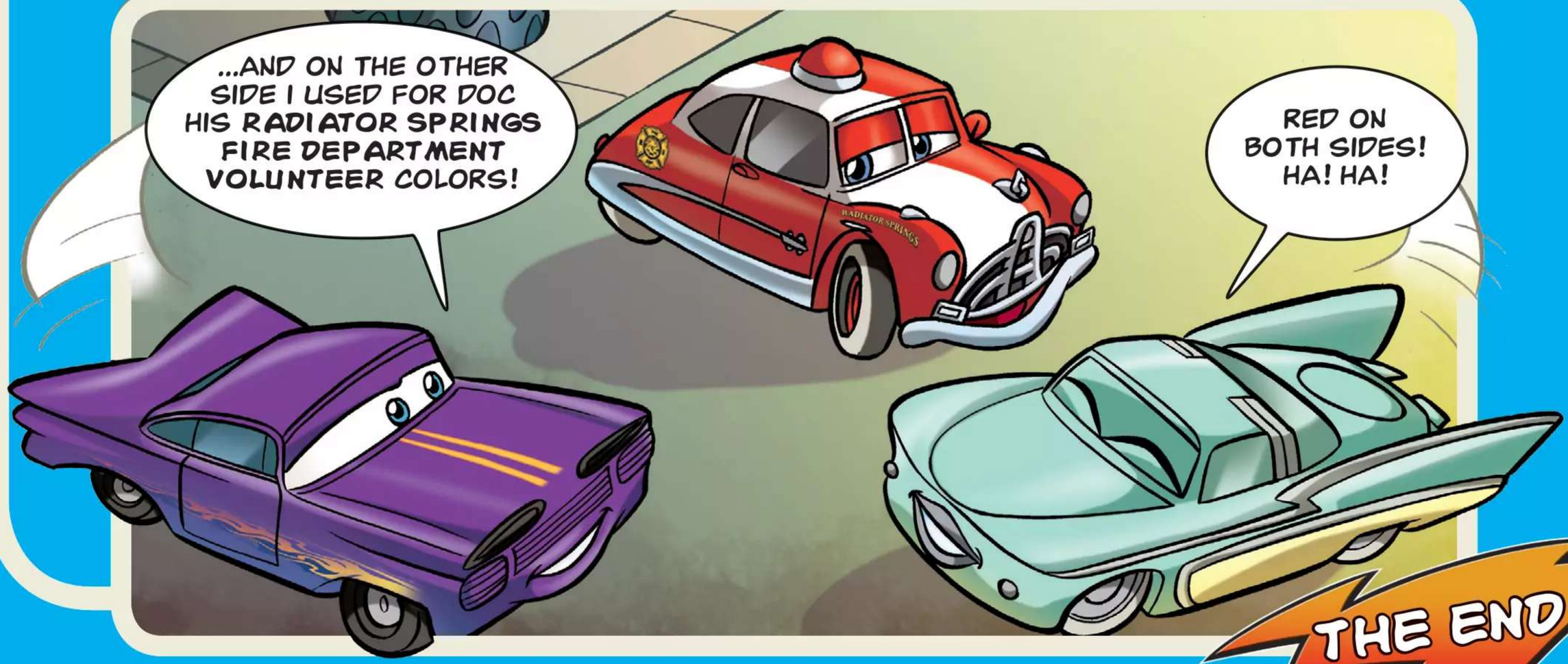
WATCHING TV

IF YOU WANT TO KNOW WHAT RED AND SALLY ARE WATCHING, COLOR THIS SCENE AND THEN PLAY THE GAME ON PAGE 28!



A DOUBLE DOSE OF RED





Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

THE END

PARKING HOME

BRING RAMONE, MATER, LUIGI AND FILLMORE FROM THEIR START POINT TO THEIR HOMES... BUT TAKE CARE WHEN YOU PARK: YOU HAVE TO BE VERY PRECISE!

MATER'S

START POINT

P

F

F

START POINT

P

RAMONE'S

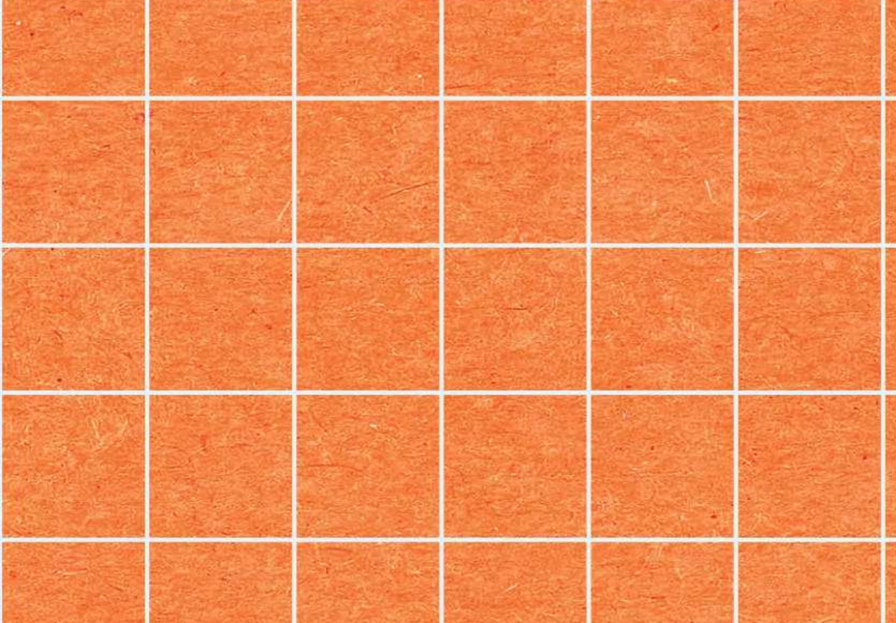
TIP: YOU CAN FIND A DIE AND 4 SIGNES TO CUT OUT ON PAGE 32

HOW TO PLAY

UP TO 4 PLAYERS

- PLACE A SIGN FOR EACH PLAYER ON THE CORRESPONDING COLORED START POINT: RAMONE, **PURPLE**; LUIGI, **YELLOW**; FILLMORE, **GREEN**; MATER, **BROWN**
- TAKING TURNS, THROW A DIE AND MOVE (AS SHOWN IN THE EXAMPLE) TO REACH YOUR HOME
- TAKE CARE: WHEN YOU'RE NEXT TO YOUR GOAL, YOU HAVE TO SCORE THE EXACT NUMBER OF MOVES TO REACH THE PARKING SQUARE (P)
- IF YOU SCORE A HIGHER RESULT, JUST KEEP ON MOVING TILL YOU MAKE THE RIGHT SCORE
- EVERY PLAYER MUST STOP ONCE AT FUEL STATION (REACHING EXACTLY THE F SYMBOL)
- THE WINNER IS THE ONE WHO FIRST REACHES EXACTLY HIS PARKING SYMBOL

FILLMORE'S



START POINT

LUIGI'S

START POINT

RED'S SURPRISE

THERE'S LOTS OF CLEANING GOING ON IN RADIATOR SPRINGS!

GEE, LUIGI! LOOK AT ALL THESE TIRES!

OLD STUFF, McQUEEN! I NEED ROOM, BUT I WOULDN'T WANT TO THROW THEM OUT!

MAYBE I KNOW HOW TO RECYCLE THEM!

CASA DELLA TIRES

A LITTLE WHILE LATER...

WELL, WHAT DO YOU THINK? LIKE IT?

CONNECT THE DOTS TO SEE WHAT MATER'S DONE WITH THE OLD TIRES!

HMM...

I DUNNO... IT LOOKS PRETTY WOBBLY!

REST ASSURED, NOTHIN'LL KNOCK THIS BABY DOWN!

RRRUMBLE

MATER HAS DONE A TIRES TOWER

Script: Liana Cena; pencils: Fabio Pochet; ink: Michela Frare; color: Kawaii Creative Studio

RRRUMBLE

SBARABRANG

HA, HA! SURE ABOUT THAT?

GULP!

WE'VE GOT TO COME UP WITH SOMETHING ELSE...

I COULD USE THEM TO BUILD PROTECTION BARRIERS ALONG THE PRACTICE TRACK!

BAD IDEA, ROOKIE! THOSE TIRES AREN'T GOING TO STOP YOU IF YOU CRASH!

BOOM

COLOR McQUEEN USING THE COLOR DOTS AS YOUR GUIDE!

MAYBE YOU'RE RIGHT...

WE CAN'T KEEP ALL THESE TIRES HERE! WE NEED ROOM FOR THE NEW ARRIVALS!

HEY! MAYBE SALLY COULD USE THEM OVER AT THE MOTEL!

BUT...

ZZZ HOTEL NO VACANCY

THANKS FOR THINKING OF ME, GUYS! BUT I CAN'T IMAGINE WHAT I WOULD DO WITH THEM!

YOU COULD DECORATE YOUR MOTEL!

HMMM...

"LET'S TRY!"

HMM... MAYBE HERE! OR UP THERE... OR BACK HERE MIGHT BE BETTER...

SORRY... I JUST CAN'T FIND THE RIGHT PLACE FOR THESE TIRES!

SALLY'S LOST 7 TIRES! GIVE HER A HAND TIDYING UP BY FINDING THEM!

WHAT A SHAME! I GUESS I'LL HAVE TO THROW THEM OUT TOMORROW MORNING...

WE GAVE IT OUR BEST SHOTS!

OH, WELL... SEE YOU TOMORROW!

MAYBE THERE'S SOMEONE WHO KNOWS HOW TO PUT THOSE TIRES TO USE!

THE NEXT DAY...

WHAT AN INGENIOUS IDEA!

INCREDIBLE!

FLOWER POTS! NICE GOIN', RED! GREAT JOB!

OUR STORY ENDS HERE. COMPLETE THE ILLUSTRATION BY ADDING WHATEVER BACKGROUND YOU LIKE!

AND NOW I'VE GOT PLENTY OF ROOM IN MY SHOP!

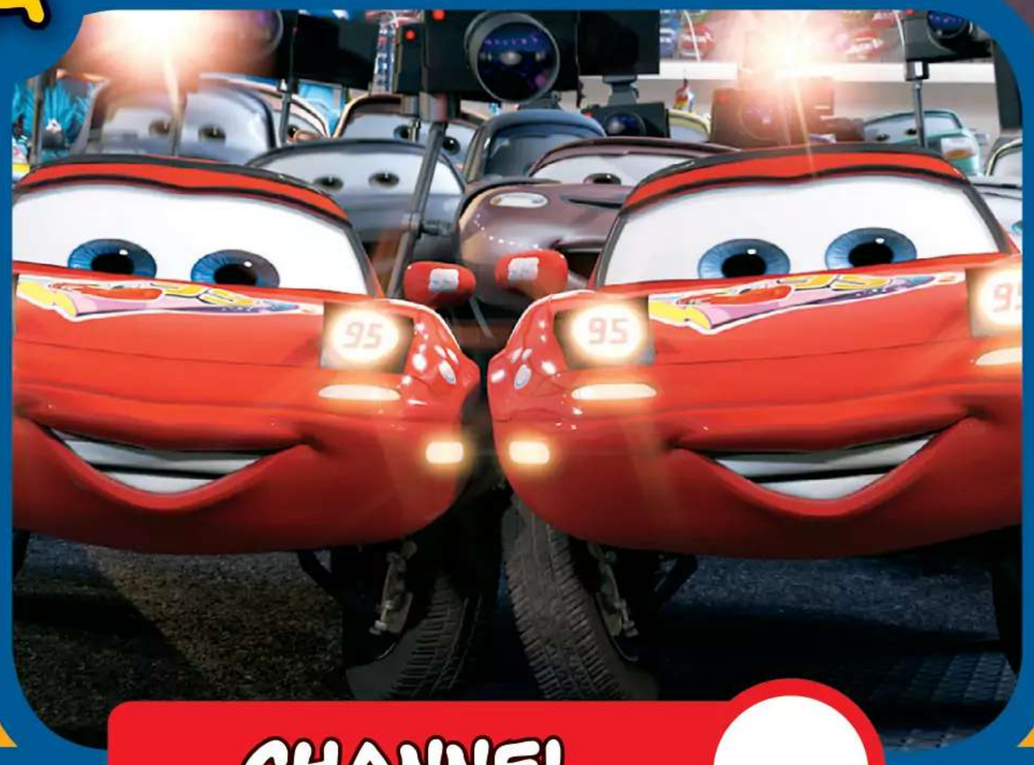
THE END

RED CARS ON TV

RED, SALLY AND LIZZIE ARE WATCHING TV. READING THEIR COMMENTS, CAN YOU MATCH THE PICTURES BELOW TO THE RIGHT CHANNELS?

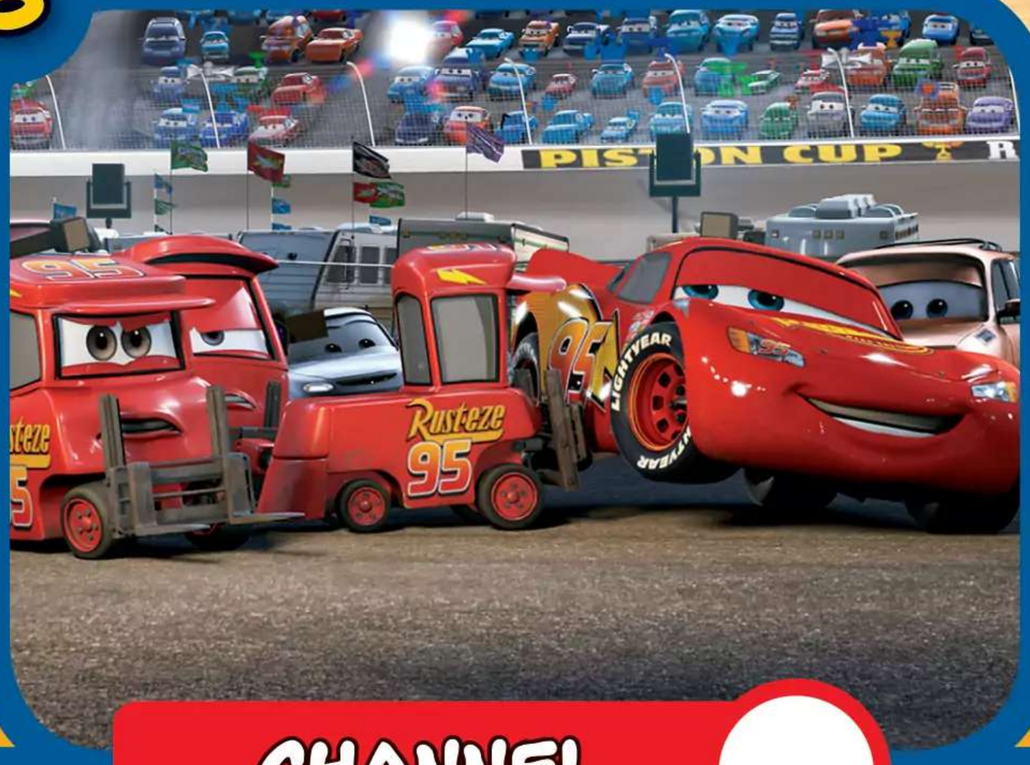
SOLUTION ON **PAGE 33**

A



CHANNEL

B



CHANNEL

HEY, ON CHANNEL 4 THERE'S SOMETHING VERY AMUSING! BUT ON CHANNEL 3 THERE WAS A CAR WHO DOESN'T LIVE IN OUR TOWN...

I LOVE RACES, I USE TO FOLLOW THEM ON CHANNEL 1. BUT I THINK THE TWO CARS ON CHANNEL 2 LIKE RACES AND... MCQUEEN AT LEAST AS I DO!

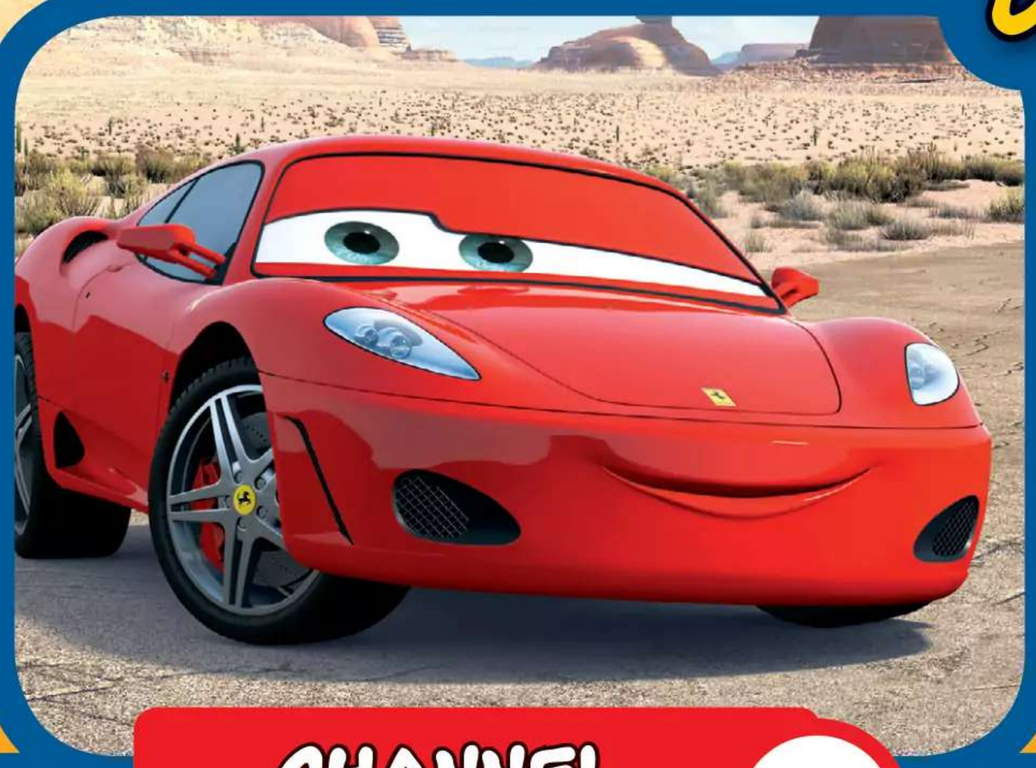
WASN'T HE MCQUEEN, THAT HOT RODDER, ON CHANNEL 4? BUT I MUST SAY, THE CAR ON CHANNEL 3 LOOKS VERY CHARMING AS WELL! HEY, HERE'S MCQUEEN AGAIN ON CHANNEL 1!

SOUVENIRS
BRIC-A-BRAC
TRINKETS
SALE TODAY ONLY
SERVICE

C

CHANNEL

D



CHANNEL

RED'S TIPS FOR A PERFECT GARDEN

WOULD YOU LIKE TO HAVE YOUR OWN NICE LITTLE GARDEN?
NO PROBLEM, JUST FOLLOW RED'S SUGGESTIONS!

RED'S GARDENING TIPS

PLANTING

WHERE? IF YOU HAVE A REAL GARDEN, THAT'S PERFECT, BUT ALSO A SUNNY BALCONY OR A WINDOW-SILL ARE GOOD. REMEMBER, **PLANTS NEED SUNSHINE** TO GROW THE BEST AND GIVE YOU THE BEST VEGETABLES AND FLOWERS

WHEN? MOST OF PLANTS ARE WARM WEATHER LOVERS. SO, WHEN START TO PLANT? BEST **IN THE FROST-FREE DAYS IN THE SPRING** (DIFFERENT FOR EACH COUNTRY WHERE YOU MAY LIVE)

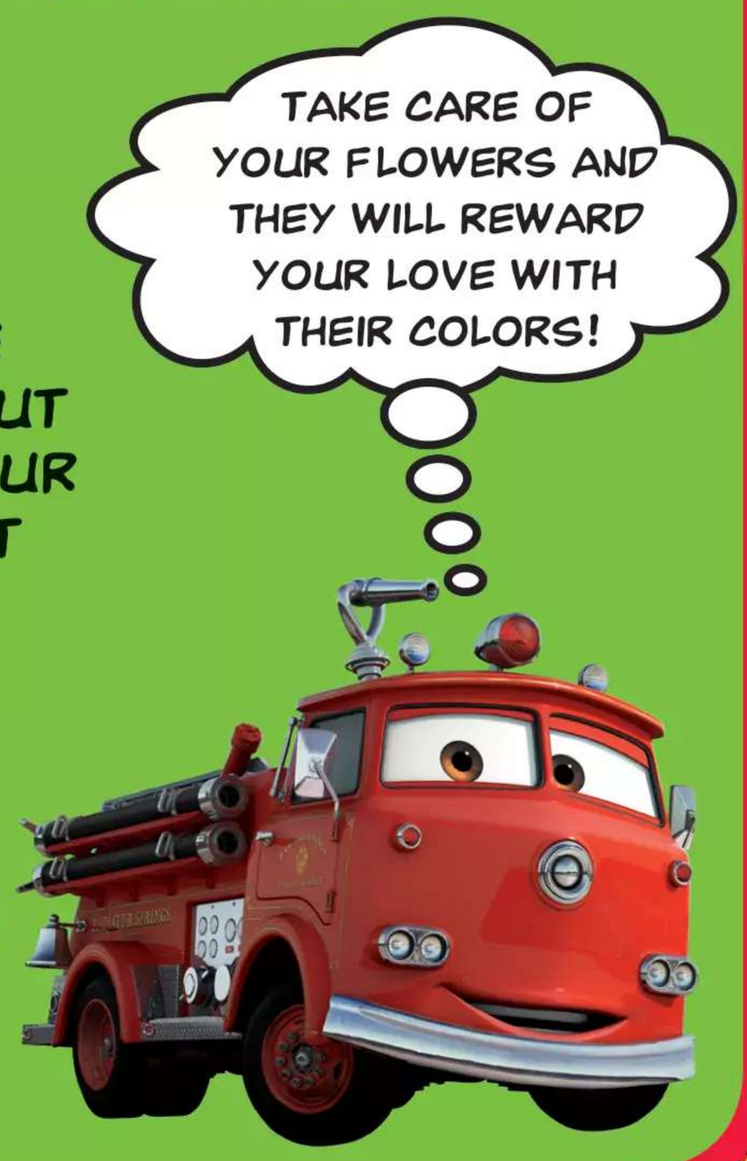
WHAT? SEEDS! YOU CAN BUY **SEED PACKETS:** ALL YOU NEED TO DO IS READ AND FOLLOW THE INSTRUCTIONS WRITTEN ON THEM

WATERING

HOW MUCH? ALL PLANTS NEED WATER TO LIVE AND GROW. MOST GARDENS LIKE TO HAVE ABOUT **ONE INCH OF WATER EVERY WEEK.** BUT IF YOUR PLANTS ARE OUTSIDE AND IT RAINS, YOU DON'T NEED TO WATER THEM!

HOW? A SLOW, THOROUGH, DEEP WATERING IS BETTER THAN A LIGHT SPRINKLING

WHEN? ONCE A DAY, **EARLY IN THE DAY OR IN THE EVENING** WHEN THE SUN GOES DOWN



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BUILDING THE FRAME FOR RED'S GARDENING TIPS

1ST CARDBOARD

FIRST TAKE A CARDBOARD SHEET - BETTER IF... RED! - AND CUT THE TWO ELEMENTS WITH THE INDICATED MEASURES

RECTANGLE
23X26 CM

TRIANGLE
8X13 CM

2ND CUT AND PASTE

CUT THE TIPS FROM THE PAGE ON THE LEFT AND PASTE IT ON THE CENTER OF THE CARDBOARD SHEET

3RD READY

FOLD THE FLAP AND GLUE THE TRIANGLE BEHIND THE FRAME TO MAKE IT STAND. READY! ENJOY YOUR GARDEN!

TIP:
PUT THIS FRAME NEAR YOUR FLOWERS, BUT DON'T MAKE IT WET!

CRAFTS 2

WATER SPLASH

CUT OUT THIS SHAPE AND USE IT TO PLAY THE GAME ON PAGE 12-13

TIP: BEFORE YOU CUT, HAVE A LOOK AT PAGE 31!

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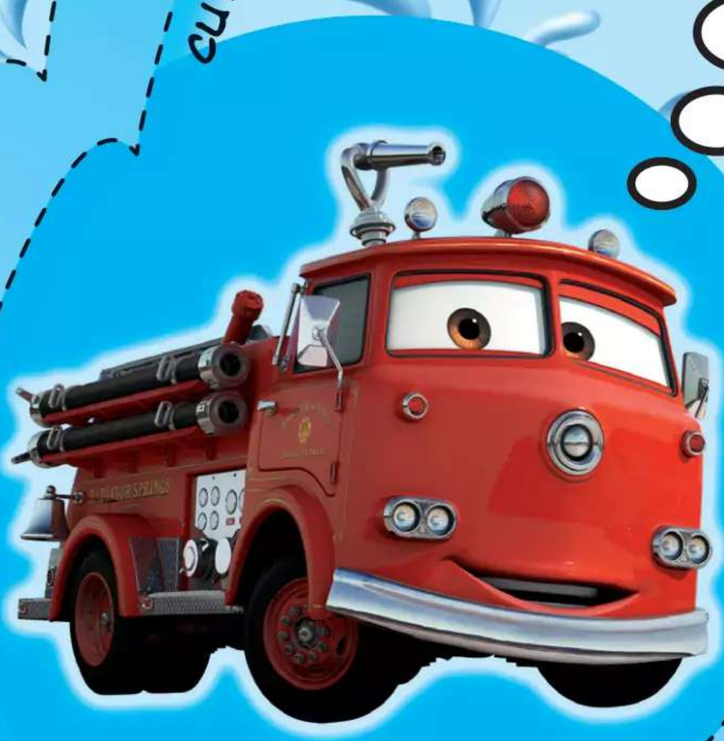
CUT ALONG THIS LINE

HEY, DON'T FORGET TO CUT OUT ALSO THE INNER PART OF THE SHAPE! YOU NEED JUST THE BORDER!



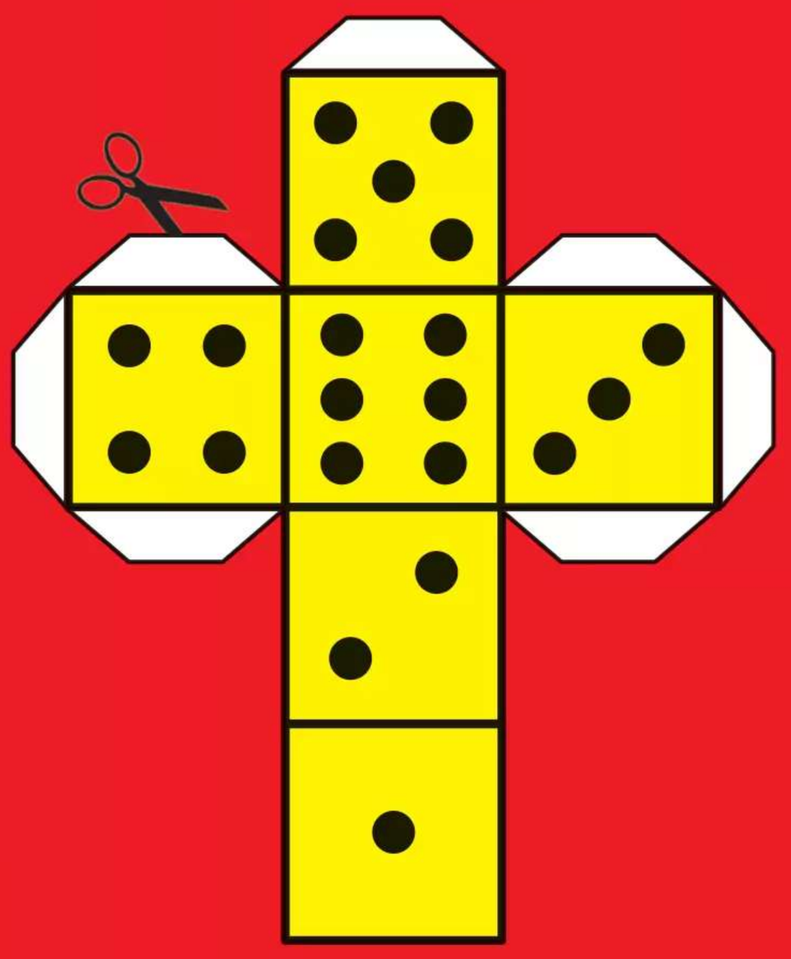
CUT ALONG THIS LINE

CUT ALONG THIS LINE

GAME 4 SIGNS

NEED A DIE?

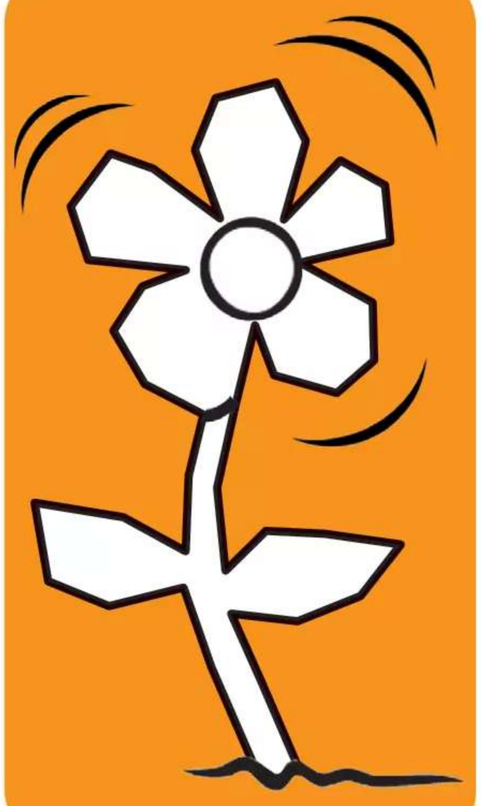
HERE'S ONE TO CUT OUT AND PLAY WITH!



LOOK!

GAMES SOLUTIONS

PAGES 06-07: GAME1



PAGE 07: GAME2

THE RIGHT ANSWERS IS:

A-3,9,21,40

PAGES 12-13: FRESHENING UP!

THE RIGHT ANSWERS IS:

THREE FRIENDS AT WATER PRESSURE 500

PAGES 14-15: SHADOWS GAME

THE RIGHT ANSWERS ARE:

1 = RED; 2 = RAMONE; 3 = SALLY; 4 = SHERIFF; 5 = DOC; 6 = LIZZIE; 7 = FILLMORE; 8 = FLO; 9 = MATER; 10 = McQUEEN; 11 = LUIGI; 12 = GUIDO; 13 = SARGE

PAGES 28-29: RED CARS ON TV

IN THE NEXT ISSUE

ROUGH RACING WITH CHICK HICKS!

CARS MAGAZINE 06

CARDS

INSTRUCTIONS:

- CUT OUT THE CARDS, SHUFFLE AND PLACE THE DECK ON THE TABLE, FACE DOWN.
- PLAYERS SIT AROUND THE TABLE AND DRAW LOTS TO SEE WHO GOES FIRST.
- PLAYER 1 CHALLENGES PLAYER 2 (THE FIRST PLAYER TO THE LEFT) BY TURNING OVER THE TOP CARD. PLAYER 2 RESPONDS BY TURNING OVER THE NEXT CARD. IF PLAYER 1'S CARD BEATS PLAYER 2'S (SEE CHART BELOW), THEN PLAYER 1 **EARNS 1 POINT (=1 LAP)** AND PROCEEDS TO CHALLENGE PLAYER 3 IN THE SAME MANNER.
- IF PLAYER 1'S CARD DOES NOT BEAT PLAYER 2'S, THEN PLAYER 2 CHALLENGES PLAYER 3. CONTINUE AROUND THE TABLE.
- **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS.**
- **IF TWO PLAYERS PICK CARDS OF THE SAME TYPE** (FOR EXAMPLE, 2 STREET CARS), **THE CARD WITH THE HIGHEST VALUE WINS THE CHALLENGE.**

CARD GAME 1

CHALLENGE CHART

RACE CAR	BEATS	STREET CAR
STREET CAR	BEATS	FRIEND CAR
FRIEND CAR	BEATS	RACE CAR

CARD GAME 2

INSTRUCTIONS:

- EACH PLAYER CHOOSES A **RACE CAR** TO COMPETE WITH.
- SHUFFLE THE OTHER CARDS AND PLACE THE DECK ON THE TABLE, FACE DOWN. THE MORE CARDS YOU HAVE, THE MORE EXCITING THE GAME WILL BE.
- THE FIRST PLAYER TURNS OVER THE TOP CARD AND SHOWS IT TO THE OTHERS. THEN THAT PLAYER FOLLOWS THE INSTRUCTIONS ON THE CHART BELOW.
- COUNT EACH PLAYER'S LAPS AS THEY ARE COMPLETED. **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS!**

IF YOU HAVE	YOU GET	YOU EARN
A **STREET CAR** THE SAME COLOR AS YOUR RACE CAR.	YOU GET GOOD ADVICE ON THE RACE	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A **STREET CAR** THAT'S A DIFFERENT COLOR FROM YOUR RACE CAR.	YOU GET NO ADVICE ON THE RACE	**YOU EARN NOTHING.**
A **FRIEND CAR** THE SAME COLOR AS YOUR RACE CAR.	YOUR FANS CHEER YOU ON!	**YOU EARN 2 LAPS.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A **FRIEND CAR** THE SAME COLOR AS AN OPPONENT'S RACE CAR.	THE CROWD CHEERS FOR YOUR OPPONENT!	**YOUR OPPONENT EARNS 1 LAP.**
A **FRIEND CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	A DULL RACE, THE CROWD IS BORED!	**YOU EARN NOTHING.**
A **RACE CAR** THE SAME COLOR AS YOUR RACE CAR.	CARS ON THE SAME TEAM (SAME COLOR) HELP EACH OTHER	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN 1 LAP.
A **RACE CAR** THE SAME COLOR AS AN OPPONENT'S RACE CAR.	YOUR OPPONENT PASSES YOU!	**YOU LOSE 1 LAP.**
A **RACE CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	YOU TRY TO PASS! ..... IF YOUR RACE CAR HAS A HIGHER SCORE THAN THE CARD YOU PICK, YOUR PASS IS SUCCESSFUL.	**YOU EARN 1 LAP.**
	IF YOUR RACE CAR HAS A LOWER SCORE THAN THE CARD YOU PICK, YOUR PASS IS UNSUCCESSFUL BECAUSE THE OTHER CAR IS FASTER.	**YOU EARN NOTHING.**

COLLECTOR CARDS ENJOY, COLLECT AND PLAY WITH THEM!

RACE

CARD 46
FLOYED MULVIHILL

5

1 TOP SPEED: ..... 185 MPH
2 ENGINE: ..... 650 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 SPORTSMANSHIP: .....
6 SPECIALTY: ..... PEELING OUT

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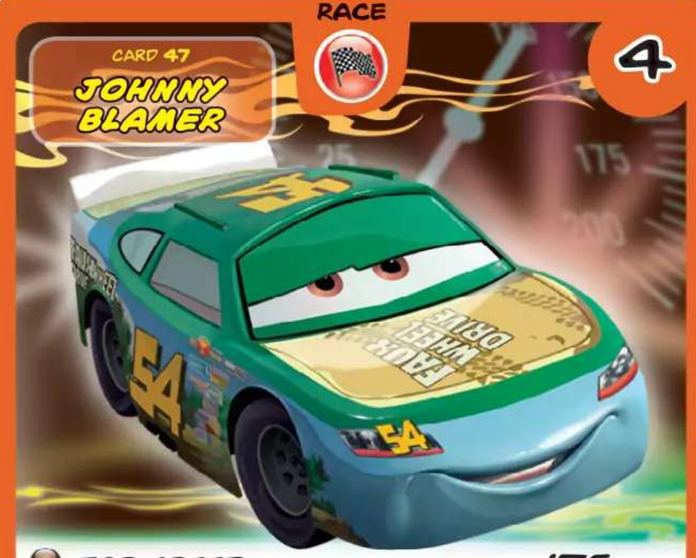
RACE

CARD 47
JOHNNY BLAMER

4



1 TOP SPEED: ..... 175 MPH
2 ENGINE: ..... 600 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 SPORTSMANSHIP: .....
6 SPECIALTY: ..... COLLECTS...ACCIDENTS!

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RACE

CARD 48
KEVIN RACINGTIRE

3

1 TOP SPEED: ..... 175 MPH
2 ENGINE: ..... 600 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 SPORTSMANSHIP: .....
6 SPECIALTY: ..... SPONSORED BY HIS DAD

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FRIEND

CARD 49
RED

4

1 TOP SPEED: ..... 98 MPH
2 ENGINE: ..... 500 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 GENEROSITY: .....
6 SPECIALTY: ... FEW WORDS, MANY DEEDS

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FRIEND

CARD 50
RAMONE (FLAME)

3

1 TOP SPEED: ..... 135 MPH
2 ENGINE: ..... 315 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 GENEROSITY: .....
6 SPECIALTY: ..... A HOT BODY!

Chevrolet Impala™

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FRIEND

CARD 51
STANLEY

2

1 TOP SPEED: ..... 0 MPH
2 ENGINE: ..... 0 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 GENEROSITY: .....
6 SPECIALTY: ..... HEY! THAT'S A STATUE!

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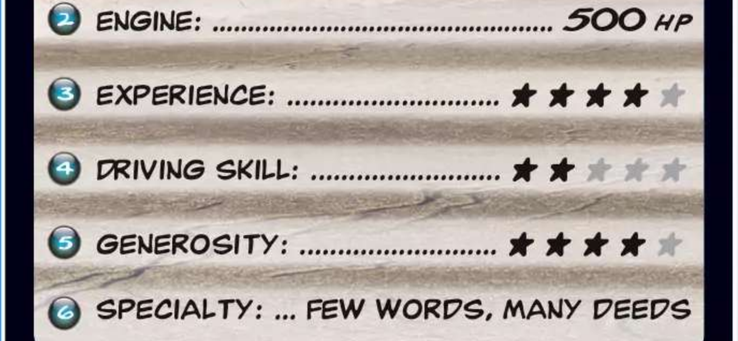
STREET

CARD 52
TIMOTHY TIMEZONE

3



1 TOP SPEED: ..... 100 MPH
2 ENGINE: ..... 300 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 FRIENDLINESS: .....
6 SPECIALTY: ..... INVESTIGATION

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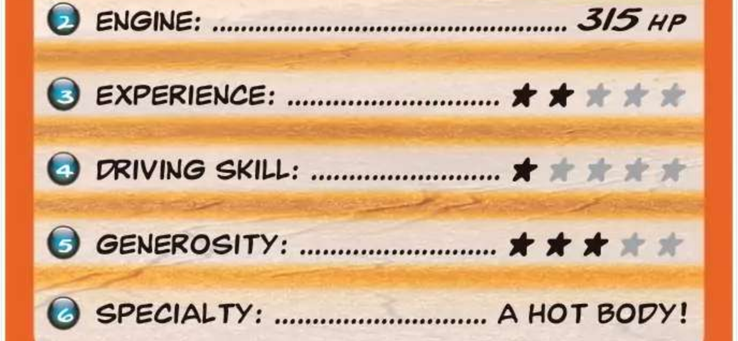
STREET

CARD 53
NICK STICKERS

2



1 TOP SPEED: ..... 100 MPH
2 ENGINE: ..... 105 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 FRIENDLINESS: .....
6 SPECIALTY: ..... STUCK ON STICKERS

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STREET

CARD 54
DUSTIN MELLOWS

1

1 TOP SPEED: ..... 75 MPH
2 ENGINE: ..... 240 HP
3 EXPERIENCE: .....
4 DRIVING SKILL: .....
5 FRIENDLINESS: .....
6 SPECIALTY: ..... RETIRED

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THE WORLD OF
Cars

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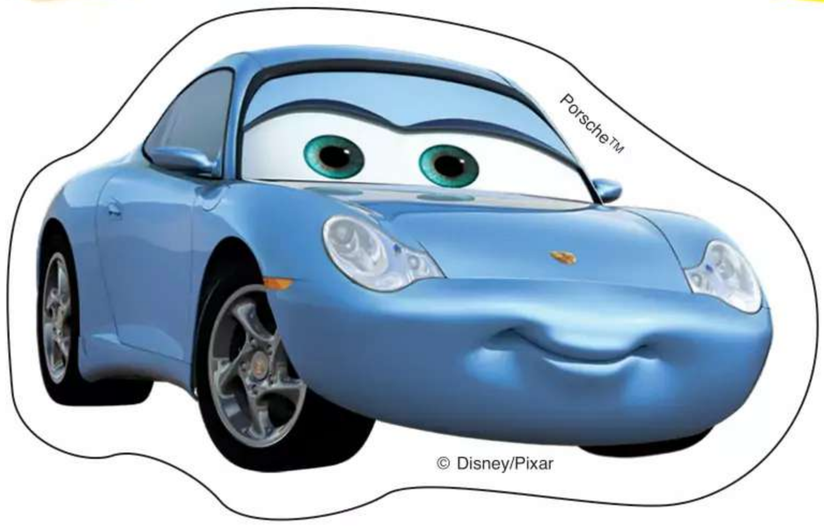
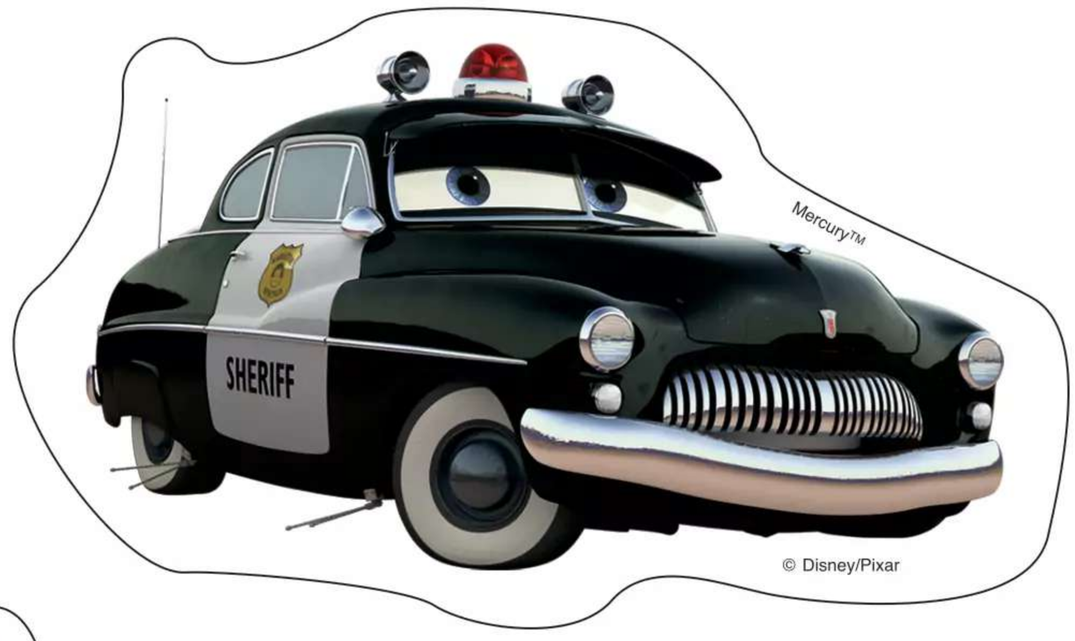
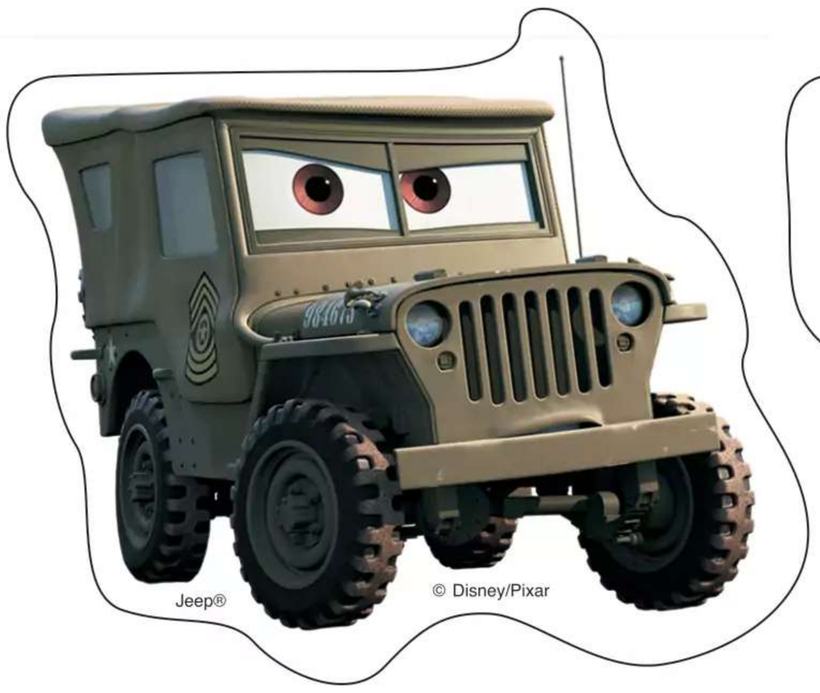
CARS MAGAZINE 06

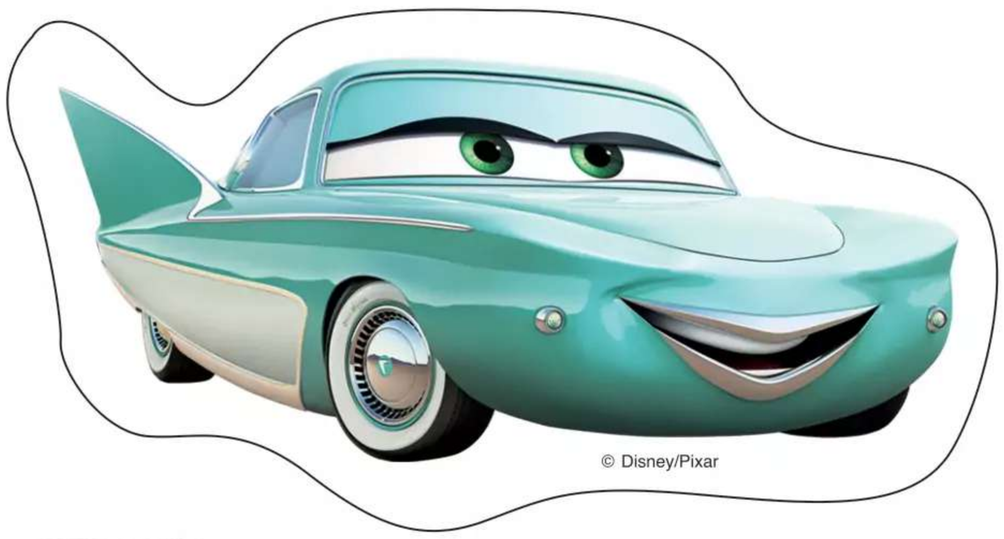
STICKERS

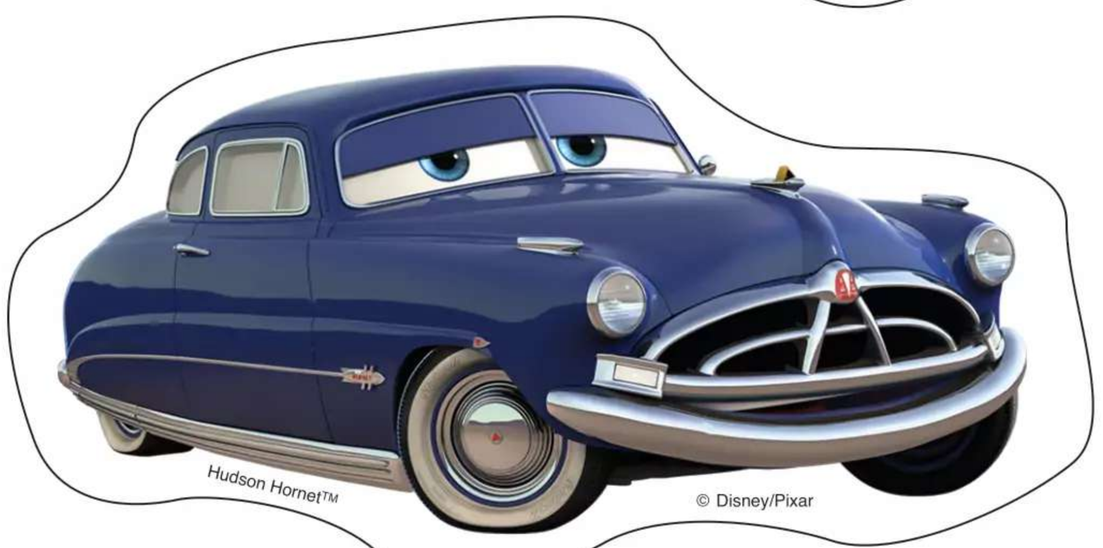
RADIATOR SPRINGS CITIZENS











CARS BODY ART KIT

WHY DON'T YOU MAKE YOUR TOY CARS LOOK LIKE THE MOVIE CHARACTERS? THE TUNING IS EASY USING THE STICKERS ON THIS PAGE!

EYES

MOUTHS

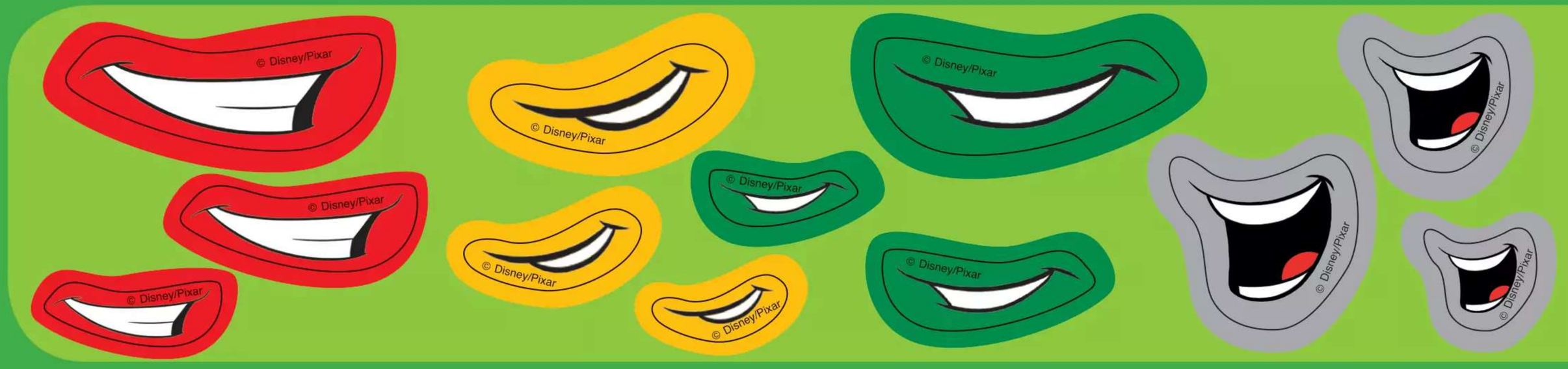


PLATE NUMBERS

RACE NUMBERS